



Student Achievement



- Today's student requires new abilities to thrive in the future
- 49 states now have content standards, while 35 have technology standards
- The impact of technology proves most powerful when focused on specific, measurable education objectives

Technology transforms the learning environment...



It becomes...

- Student centered
- Problem and project centered
- Collaborative
- Communicative
- Customized
- Productive



- Newsome Park Elementary, VA

Technology Can Help... Improve Student Achievement



- Improved scores on standardized tests
- Increased application and production of knowledge for the real world
- Increased ability for students to manage learning
- Increased ability to promote achievement for special needs students
- · Improved access to information

Improved Student Achievement: Case Studies



- A four-year study on SAT-I performance showed that learning disabled students who participated in an integrated technology rich curriculum gained 89 points combined
- West Virginia experience across-the-board increases in all basic skills areas
- Success stories from NetSchools

What are 21st Century Skills?



- Digital Age Literacy
- Inventive Thinking
- Effective Communication
- High Productivity

Technology Can Help... Develop 21st Century Skills

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- Improved basic skills
- · Improved digital age literacy skills
- Improved inventive thinking skills
- Improve effective communication and interpersonal skills
- · Improved productivity skills

Technology Gives Benefits to Stakeholders



- Educators
- Administrators
- · Parents and Community

What Are the Current Barriers to Improved Student Achievement?



- · Schools are not testing what they are teaching
- · Tests are outdated
- Schools are not tracking student progress across grades
- Not every child uses education technology on a regular basis
- Little or no research is used to promote education technology

Building Blocks for Student Achievement Achievement Achievement Achievement Accountability Access Analysis

Alignment



- Definition:
 - The clear linkage of instructional resources, tools and assessment to support standards and educational objectives
- · Action:
 - Tests should measure 21st century skills

The Union City Story





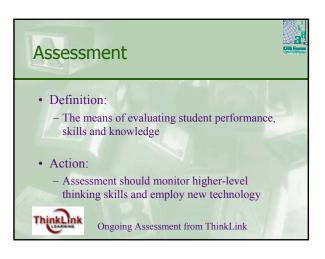
• Pat Mazzeo, Union City Teacher

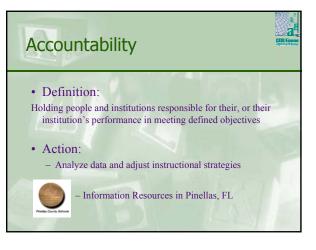


Marianne Sakoutis, Union City Teacher



Thomas Highton, Union City Board of Education

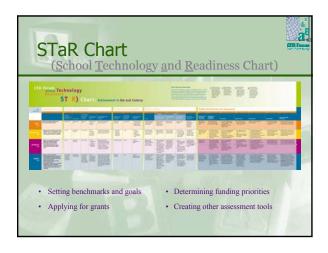












New focus on Student Achievement and Assessment Changes in other categories: Hardware and Connectivity, Professional Development and Digital Content.

· Goal: Target Tech







#3- Align student assessment with educational objectives and include 21st century skills.





Findings: Professional Development



- 76% of teachers use computers daily for planning and/or teaching
- 63% of teachers use the Internet for instruction, but...
- Only 10% of teachers feel prepared to use technology
- Teachers who receive training are more likely to use technology



Year 4 Findings



- Each year, the CEO Forum provides a snapshot of America's progress in acquiring education technology
- While progress has been made, critical areas of improvement are also identified

Findings: Hardware and Connectivity



- 7 Students per Instructional Computer with Internet Access
- 98% of Public Schools have Internet Access
- 77% of Public School Classrooms have Internet Access

Findings: Digital Content



- 96% of students use computers at school for research purposes
- 91% of students use computers at school to write papers but...
- Only 9% of 4th graders and 21% of 12th graders use the computer everyday

Findings: Equity

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- 60% of the nation's poorest schools are connected, as opposed to 77% of all public schools
- Poorer schools tend to reinforce basic skills, rather than support higher order thinking or 21st century skills

Summary of the Year 4 Report



- Over the last 4 years, clear progress has been made in the use of technology in education
- However, we have not yet seen the kinds of results from technology that we ultimately need
- Technology must be harnessed to specifically improve student achievement and 21st century skills

